

**UNIVERSITY OF MACAU**  
**FACULTY OF SCIENCE AND TECHNOLOGY**  
**DEPARTMENT of COMPUTER AND INFORMATION**  
**SCIENCE**

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**“Computer Animation Technology”**

by

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**Date : 14/02/2011 (MONDAY)**

**Time : 16:00**

**Venue : N402**

## **Abstract**

Computer Animation and games programs at ACM SIGGRAPH 2010 will be introduced, with the animation theatre and the awarded animations introduced. The automatic generation of Computer animation by an intelligent CG system in the Nakajima Lab, Dept. of Computer Science, Tokyo Institute of Technology will be also introduced.

## **Biography**

Prof. Nakajima received his B.E.E., MSc and PhD degrees in Engineering from the Tokyo Institute of Technology, Tokyo, Japan, in 1969, 1971 and 1975 respectively. Since 1975 he has been working in the Department of Imaging Science and Engineering, Tokyo Institute of Technology, Yokohama, Japan. He is now a professor at the Department of Computer Science, Faculty of Graduate School of Information Science & Engineering, Tokyo Institute of Technology.

Prof. Nakajima's interests are computer graphics, pattern recognition, image processing and virtual reality. He published 20 books, more than 300 papers and 150 international conference papers. He is former president of Information and System Society in IEICE (<http://www.ieice.org/jpn/index.html>) and also a Fellow in IEICE. He was the Co-Chair of Pacific graphics 2008 in Tokyo, and the Chair of ACM VRCAI2009 in Yokohama.

**ALL ARE WELCOME!**